Herramientas en GNU/Linux para estudiantes universitarios

Creación de gráficos con GIMP

Álvaro Peña González

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The GIMP, la gran aplicación que ha abierto brecha en el software propietario. Esta aplicación nos da un claro ejemplo del poder del software libre y de como puede llegar a donde ha llegado siendo reemplazo de aplicaciones propietarias ampliamente extendidas y conocidas.

The GIMP es una aplicación de manipulación gráfica a nivel de pixel, aunque con añadidos que nos dejan ver su capacidad vectorial. Al estilo de aplicaciones como Adobo Photoshop, un interface cuidado y un sistemas de plug-ins potentisimo lo hacer ser una de las llamadas Killer Applications del software libre.

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Capítulo 1. Breve historia de GIMP

Nacio de un proyecto de unos alumnos de la universidad de Berkley en 1995, se llaman Spencer Kimball y Peter Mattis. Durante casi años lo desarrollaron ellos solos y después en Enero de 1996 publicaron la versión 0.54 que incluia el sistema de ampliación por Plug-ins, que fue uno de sus grandes ventajas, permitiendo el ampliar las posibilidades de GIMP de una forma rápida. Desde entonces no se ha parado de crecer y grandes poyectos surgieron alrededor de esta aplicación, como GNOME, que decidio usar el sistema de creación de Widgets que GIMP usaba y fue creado por GIMP, GTK.

Capítulo 2. Iniciando GIMP

- Las ventanas de GIMP
- La primera imagen
- Las herramientas
- Las Capas
- La configuración

2.1. Las ventanas de GIMP

La primera vez que iniciamos GIMP nos encontramos con las ventanas de esta aplicación, esta aplicación usa MDI para trabajar con las imágenes, cada imagen se guarda en una ventana distinta y los comandos se efectuan sobre la ventana activa.

A primera vista nos encontramos con la ventana Toolbox (barra de herramientas), la ventana de Capas y Canales, la de Opciones de Herramienta y la de Selección de Brocha. Estas serán las ventanas que nos rodearán durante el trabajo con GIMP.

2.2. Las primera imagen

Para comenzar practicando vamos a crear una nueva imagen, para ello, vamos a la ventana de herramientas y en el menú seleccionamos Fichero y luego Nuevo... Entonces se nos presentará la ventana en la que se nos piden los datos para crear esa nueva imagen, seleccionamos la Anchura y Altura que queramos, el tipo de imagen (RGB o Tono de Gris), su color de fondo (Blanco, Transparente, ...). Cuando tengamos las opciones rellenas pulsaremos sobre Aceptar y tendremos ya la primera ventana de trabajo.

2.3. Las herramientas

En la llamada Toolbox tenemos las herramientas con las que efecturas acciones sobre las imágenes, así como seleccionar colores y degradados. Ahora veremos las herramientas mas esenciales empezando desde la primera (superior izquierda) y avanzado de izquierda a derecha y de arriba a abajo.

Las mas usadas suelen ser las de selección, tenemos las herramientas de Selección Rectangular, Selección Elíptica, Selección a Mano Alzada, Selección de Regiones Continuas, Selección usando Curvas BÃ¨zier y la de Selección de Formas. Todas estas nos servirán para seleccionar regiones dentro de una imagen.

Después tenemos la herramienta de Mover, Lupa, Recortar Tamaño de la Imagen, Redimensionar (también rotar, escalar, ...), Figura asimétrica, Texto, Recoger Colores, Rellenar, Degradado, Lapiz, Brocha, Goma de Borrar, Spray, Pintar usando Patrones, Desenfocar, Dibujar con Tinta, Blanquear o Enegracer, Tiznar y Medir distancias y ángulos.

Además debajo tenemos la selección de colores, en la parte izquierda, color frontal y color de fondo, también una flecha que sirve para intercambiar esos valores, de fondo a frontal, y una selección por defecto abajo a la izquierda de negro al frente y blanco al fondo. En la parte derecha tenemos la muestra del pincel seleccionado, el cual lo podemos cambiar haciendo click en él, además del patrón activo y el gradiente activo, tambien se pueden cambiar haciendo click sobre ellos.

2.4. Las capas

Las capas son una de las partes mas importantes dentro de un editor gráfico, nos permiten separar en distintos niveles los gráficos que se mezclan para después formar la imagen final, a forma de papel cebolla.

La ventana además tiene la sección de Canales y Caminos. Los Canales se dividen por colores y los caminos son los que trazamos con la herramienta de BÃ¨zier anteriormente comentada.

Volviendo a las capas vamos a trabajar un poquito con ellas, crear una nueva imágen y pintar su fondo de algún color. Ahora en la sección de Capas veremos la capa llamada 'Fondo' como se tiñe del color del mismo fondo, esta capa refleja en minuatura la misma capa.

Para añadir una nueva capa pulsemos, dentro de la ventana de Capas, el boton de la linea inferior, Nueva Capa. Entonces se nos preguntará por las opciones de esa nueva capa, podemos cambiarle el nombre y su tamaño, ademas de su tipo de color.

Cuando nos encontremos con mas de una capa podemos moverlas, hacia arriba y hacia abajo, de forma que una las capas superiores taparan a las inferiores. Para esto usamos los botones de 'Elevar Capa' y 'Undir Capa', que se encuentran al lado del boton de 'Nueva Capa'. En la misma sección tenemos ademas los botones de 'Duplicar una Capa' y 'Borrar un Capa'. Para moverlas también podemos arrastralas.

En la parte superior de la ventana tenemos la selección de la Opcacidad y el Modo de Transparencia. Con la opacidad conseguimos que una capa tenga menos presencia, sea menos opaca. Con el Modo tenemos la forma en que esa capa se confundira con las inferiores.

2.5. La configuración

Podemos configurar algunas de las opciones de GIMP dentro del menu de la Toolbox, Fichero->Preferencias... Nos aparece entonces un dialogo en el que podremos cambiar los valores por defecto, como el tamaño de un fichero nuevo por defecto, así si estamos creando gráficos de un mismo tamaño por alguna razón no tendremos que hacerlo siempre, así como el tipo y un comentario.

En la sección de Entorno podemos configurar el uso de recursos del equipo, y la opción de Uso Moderado de memoria conseguira que nuestro sistema no se quede muy parado cuando trabajamos con una imagen de gran tamaño, aunque el trabajo con ella con será tan olgado, almenos se podrá usar el equipo mientras redimensionamos, por ejemplo.

En la sección de directorios podemos configurar donde GIMP podrá buscar la información como las brochas nuevas y los modulos o plug-ins. Podemos seleccionar el directorio que queramos y añadir cuantos deseemos.

Capítulo 3. Un ejemplo, animado

Como ejemplo vamos a crear una animación, con GIMP es muy sencillo crear animaciones, se centran en poco menos que un uso de las capas.

Creemos una nueva imagen de tamaño 400x90, por ejemplo, de fondo blanco. Ahora vamos a crear los frames de los que se compone nuestra animación. Asi que vamos al dialogo de Capas y dupliquemos la capa de fondo 2 veces, para que queden un total de 3 capas con fondo blanco. Unas se tapan a otras, pero veremos como animandolas se mostrarán unas primero y las otras dejarán paso a las nuevas.

Para comprobar el efecto añadimos a la primera capa un texto de color negro, 'Crear animaciones', lo colocamos centrado en la capa. Ahora añadamos en las otras capas: 'con GIMP' en otra y centrado, 'es facil' en la que queda y centrado.

Ya tenemos nuestra animación, creo que la intención está clara, ¿no?. Ahora vamos a darles animación. Es en verdad facil hacer animación con GIMP, se ciñe a colocar los tiempos de espera de cada frame en el nombre de la capa. Así cada capa será un frame.

Haciendo doble click sobre el nombre de la capa podemos cambiarselo, coloquemos en el mas inferior: 'frame 1 (1000ms)' que es un segundo. 'frame 2 (1000ms)' a la segunda capa y será otro segundo de espera, es decir, mostrandose. En el tercero: 'frame 3 (1000ms)' Y estará otro segundo.

Para comprobar como está quedando la animación hacemos click en el angulito que hay en la imagen, en el lado superior izquierda, y después vamos a Filtro->Animación->Reproducir Animación... Entonces veremos un reproductor para comprobar si funciona correctamente.

Antes de guardarla debemos pasarla a modo Indexado para poder guardarla como GIF, que es, por el momento el único modo soportado. Para ello pinchamos en el menu de la imagen, después en Imagen->Modo->Indexado. Podemos usar una paleta o por defecto 256 colores.

Ahora guardaremos la imagen, para ello lo haremos normalmente, vamos al menu de la imagen y Fichero->Guardar Como, ahora escribimos el nombre del fichero y el tipo, que será GIMP, entonces, al seleccionar Aceptar, GIMP nos mostrará un dialogo en el que nos muestra si deseamos guardarla como animación, su tamaño etc. Seleccionamos los datos y pulsamos en Aceptar.

Capítulo 4. Referencias

- GIMP Hispano (http://gimp.es.gnome.org/)
- GIMP (Sitio Oficial) (http://www.gimp.org/)
- Web de Tigert (Recursos y tutoriales) (http://tigert.gimp.org/)
- Web de Jimmac (Recursos y tutoriales) (http://jimmac.musichall.cz/)

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